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# SOLAR STORM™

## GAME PROGRAM INSTRUCTIONS

You're strapped in your laser ship, battling fierce Deltoids and Shields. They approach in waves, at faster and faster speeds. Each raider can shoot a single flash of proton energy that comes at you like a lightning bolt.

There's no time to waste. And no place to hide. Then, as you carry on the defense, things get much worse. A far-off sun explodes! Fragments from the cataclysm come raining down. Keep moving!

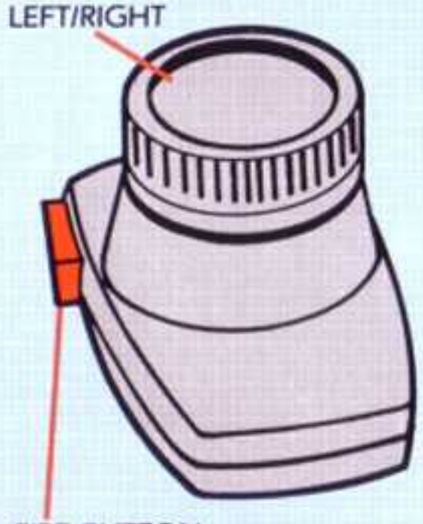
Blast almost everything you see! If you don't, heat from the solar debris can destroy your planet. If you prevail, you can move out to the edge of space and attack your foes. Sweet revenge!

EmuMovies

# GAME OBJECTIVE

- Hit as much solar debris as you can, without losing your laser ship.
- Allow the fewest possible objects to reach your planet's surface, or it will overheat and explode.
- Shoot passing fleet ships from your orbital platform to win extra lasers when your score goes up 500 points.

# CONTROLS




- **USE PADDLE CONTROLLERS** TO PLAY THIS GAME.
  - Aim laser ship with the paddle:
    - Turn **clockwise** to move **right.**
    - Turn **counter-clockwise** to move **left.**
  - Press red button to fire laser.
- Pull GAME SELECT lever to shift between 1 and 2-Player game variations.
- Difficulty Switches have no effect on game action.

# GAME PLAY

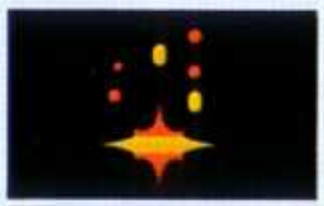
- 1-Player game: Press red button on LEFT Paddle Controller.
- 2-Player game: PULL GAME SELECT lever. A "2" will appear at the top of the screen.
  - The first player uses the LEFT Paddle Controller, and starts his turn by pressing the red button.
  - For details of 2-Player game action, see "Game Variations".

# PLANETARY SURFACE

- In the first battle, you must defend the planet surface with your laser ship. You have 3 in reserve.
- The first wave of attackers shoot lightning-fast bolts of proton energy down toward the planet surface.
  - Keep your laser ship moving. Position it beneath shooting objects just long enough to fire at them!
  - You have this advantage: each shooting object can fire only **once.** But you can fire at them repeatedly, until they descend to your planet's surface.

DELTOID BLASTERS (SHOOTERS)

SHIELD BLASTERS (SHOOTERS)


SOLAR FLARES

LANDERS

SUN SPOTS

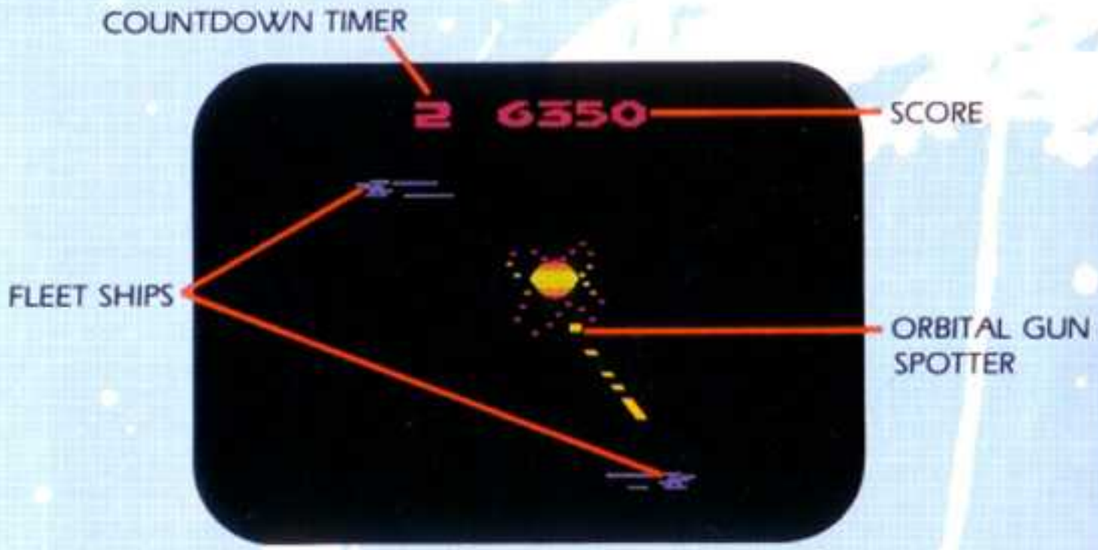
SIZZLOIDS

- More objects fall in subsequent waves.
  - A wave ends when:
    - You shoot all objects or they reach your planet, OR
    - you lose a laser ship.
- If an object or its ray hits you, you lose a laser ship.
- As the game goes on, targets fall faster and faster, and at different angles. Some will shoot at you.
- The most important solar fragments are the Sizzloids! They can appear during any wave.
  - If you hit a Sizzloid you clear the entire screen for a brief period and receive 50 points.
  - If you allow a Sizzloid to reach your planet's surface, it adds a lot to the heat build-up that can end the game!
- The longer the game lasts, the more frequently Sizzloids appear.

## ORBITAL PLATFORM

- At the end of a wave when your score reaches 500, 1000, 1500, etc., the orbital platform appears. Now you can earn more points and an extra laser ship (up to a total of 8).

BONUS SCREEN




- To earn the bonus laser, you must hit at least 5 of the fleet ships before the timer counts down to zero.
  - Turn the Paddle Controller to aim the orbital gun spotter, then press red button to fire.
  - If you hit 5 targets in time you'll hear a fast clicking sound. The remaining fleet ships change color.
- Each time you see the orbital platform your available time is a little shorter, but the fleet ships move at the same speed.
- When time runs out, you return to the planet surface.
- Note: It's possible to earn two bonus screens in a row, if your score passes a 500 point-level during an orbital platform sequence. For example: If your score reached 940 while you were on the planet surface and you hit 7 fleet ships from the orbital platform, the bonus squence would be repeated.

## THE HEAT FACTOR

- The Heat Indicator bars on both sides of the screen tell you how much solar radiation your planet has absorbed.
- If too much debris reaches the surface of the planet, the heat will be too intense for you to survive, and the game will end.
- At the beginning of the game the Heat Indicators are blue, and relatively low. As your planet absorbs falling targets, the Indicators grow taller and change color. At extremely high temperatures they begin to flash.
  - When the heat indicator bars are flashing, the next deadly hit may cause the planet to overheat and explode, thus ending the game, even if you have some laser ships left.
- Targets have different heat-raising effects:
  - Each SUN SPOT has very little heating power.
  - Each DELTOID, SHIELD, and LANDER adds somewhat more heat.
  - Each SOLAR FLARE adds quite a lot of heat.
  - Each SIZZLOID is very hot — just a few of them can make the planet overheat and explode!
- If you hit several objects one after the other, the planet cools down. The Indicators will gradually get shorter and change color back to blue.

- Your planet's heat level doesn't change during the orbital platform sequence, between waves or during your opponent's turn in a 2-player version.
- If solar debris hits your laser ship, it does not raise the temperature on the planet surface.

## GAME VARIATIONS

- When playing alone, use only the LEFT Paddle Controller, and continue until the screen flashes and the game is over.
- When 2 play, the starting player uses the LEFT controller; his opponent uses the RIGHT controller.
  - Each player's turn lasts for 1 wave (plus a bonus screen sequence, if earned).
  - Player #1's score is red. Player #2's score is blue.
  - If one player loses all laser guns or if his planet overheats, the other player battles on as long as possible.
  - When the game ends for both players, their final scores flash alternately.
- To start another game, press red button on LEFT controller.

## SCORING

| | |
|---|---|
| Each SUN SPOT hit | 5 |
| Each DELTOID or SHIELD BLASTER or LANDER hit | 10 |
| Each SOLAR FLARE hit | 20 |
| Each SIZZLOID hit | 50 |
| Each FLEET SHIP hit (from orbital platform) | 10 |

## STRATEGY TIPS

- Remember, Deltoid and Shield Blasters can each fire at you only once. Try to wait until they take their shots before moving your laser into firing position.
- When you hit a Sizzloid the whole screen is cleared. In later stages of the game you can avoid the dangers of many falling targets by waiting until the last possible second to hit a Sizzloid.

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Graphics assisted by Michael Becker and Wilfredo Aguilar

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